

SYSTEM INFORMATION MANUAL

DEMOLITION DERBY 4 PLAYER

Bally

MIDWAY MFG. CO.

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U.S.A.



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0C48-00300-0100

WARNING
**THIS GAME MUST BE GROUNDED. FAILURE TO DO SO MAY
RESULT IN DESTRUCTION TO ELECTRONIC COMPONENTS.**

WARNING: This equipment generates, uses, and can radiate radio frequency energy and if not used in accordance with the instructions manual, may cause interference to radio communications. It has been tested and found to comply with the limits for a CLASS A computing device pursuant to SUBPART J of PART 15 of FCC RULES, which are designed to provide reasonable protection against such interference when operated in a commercial environment. Operation of this equipment in a residential area is likely to cause interference in which case the user at his own expense will be required to take whatever measures may be required to correct the interference.

ELECTRICAL BULLETIN: FOR ALL APPARATUS COVERED BY THE CANADIAN STANDARDS ASSOCIATION (CSA) STANDARD C22.2 NO. 1, WHICH EMPLOYS A SUPPLY CORD TERMINATED WITH A POLARIZED 2-PRONG ATTACHMENT PLUG.

CAUTION: TO PREVENT ELECTRIC SHOCK DO NOT USE THIS (POLARIZED) PLUG WITH AN EXTENSION CORD, RECEPTACLE OR OTHER OUTLET UNLESS THE BLADES CAN BE FULLY INSERTED TO PREVENT BLADE EXPOSURE.

ATTENTION: POUR PREVENIR CHOCS ELECTRIQUES NE PAS UTILISER CETTE FICHE POLARISEE AVEC UN PROLONGATEUR, UNE PRISE DE COURANT OU UNE AUTRE SORTIE DE COURANT, SAUF SI LES LAMES PEUVENT ETRE INSEREES A FOND SANS EN LAISSER AUCUNE PARTIE A DECOUVERT.

Bally MIDWAY

Invites You To Use

**OUR TOLL FREE NUMBERS FOR
SERVICE INFORMATION CONCERNING THIS GAME, OR ANY
OTHER BALLY MIDWAY GAME YOU NOW HAVE ON LOCATION.**

**CALL US FOR PROMPT, COURTEOUS
ANSWERS TO YOUR PROBLEMS.**

VIDEO — Continental U.S. 1-800-323-7182

PINBALL — Continental U.S. 1-800-323-3555

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SELF-TEST MODE

The Self-Test mode is a special mode for checking the game switches and computer functions. It is the most complete way of checking for proper game operation and is quite easy to use.

The Self-Test mode may be entered at any time and from any mode of operation. Simply locate the black slide switch inside the Coin Box compartment and slide it to the Self-Test position. With this switch in the Self-Test position, activate the slam switch located on the Coin Door. The game will enter the Self-Test mode immediately and display the following test menu....

1. SELF DIAGNOSTICS
2. SOUNDS
3. PLAYER INPUT
4. GRID DISPLAY

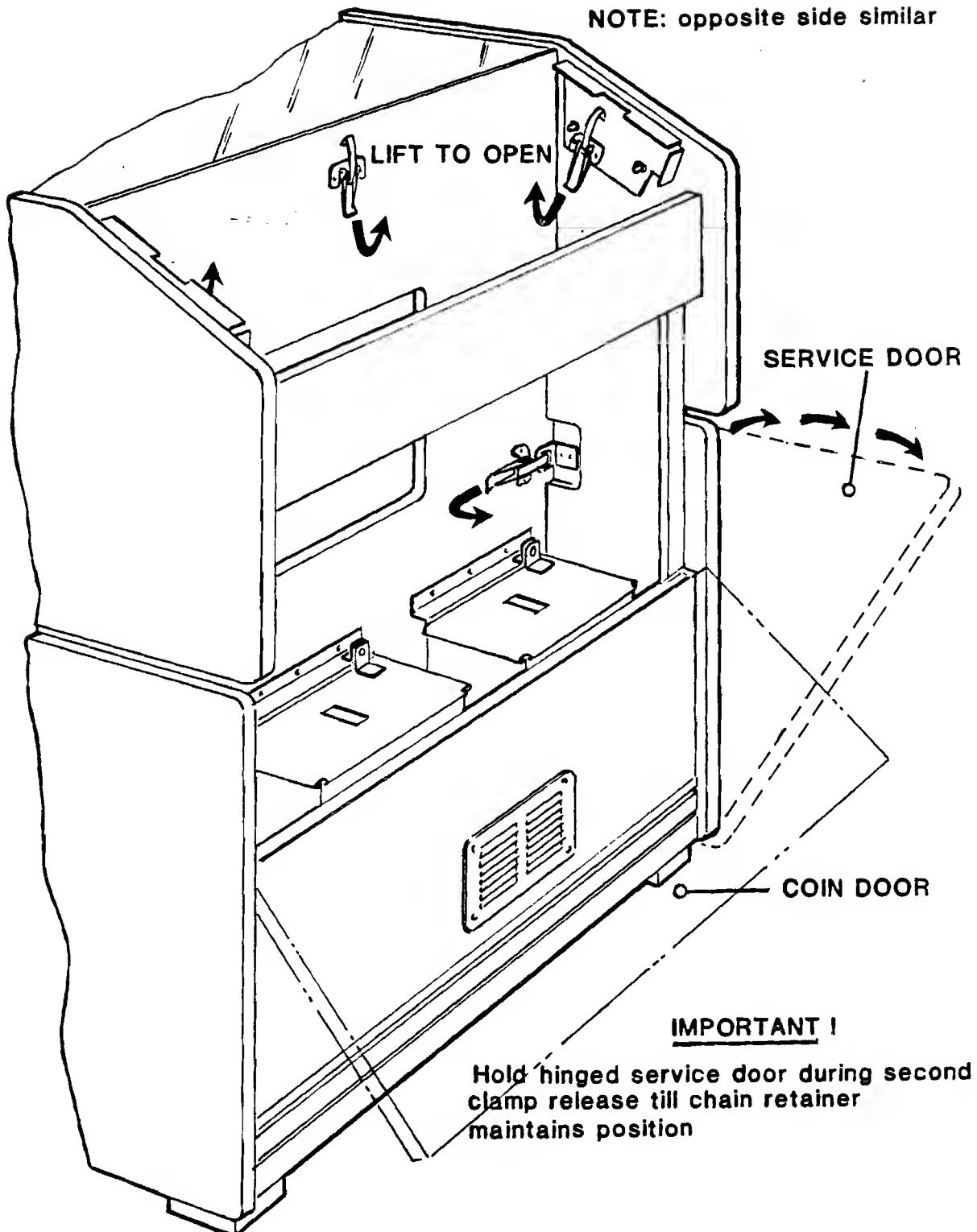
MOVE CURSOR DOWN BY MOVING "STICKSHIFT" TO REVERSE POSITION

MOVE CURSOR UP BY MOVING "STICKSHIFT" TO FORWARD POSITION

HIT START BUTTON FOR TEST

1. SELF DIAGNOSTICS: This test is designed to effectively locate and identify any malfunction of the on-board computer. When selected, the game enters this mode immediately and begins scanning the memory stored in rom and ram. If a defective component is found during the scan, that component and its location will be displayed on screen. It will take about 15 seconds to perform the entire test.
2. SOUNDS: When selected, this test will display a menu of sounds. The first two selections on the menu are ALL and EXIT. If you move the cursor to select ALL, the game will automatically perform a test of all the sounds on the menu. If you move the cursor to select EXIT, the game will exit the sound test and return to the main menu page. While in the sound test, any selection on the sound menu may be tested individually by positioning the cursor next to that sound and pressing the SELECT button.
3. PLAYER INPUT: This test is designed to confirm the operation of all player inputs and devices in the game. For example, when you wish to test the coin switches on the Coin Door, you would enter this test and activate the coin switches. If the switches are operating properly, the screen will display the words COIN CHUTE 1, COIN CHUTE 2, COIN CHUTE 3, or COIN CHUTE 4 depending on which coin switch has been activated. All inputs, pin controls, service switches, etc. may be tested in the same manner. To exit this test, activate the coin door slam switch.
4. GRID DISPLAY: This test was designed to display a crosshatch pattern used in adjusting the color monitor. This pattern may be used to adjust convergence, color balance, vertical linearity, and vertical/horizontal size. To exit this test, activate the coin door slam switch.

IMPORTANT NOTE: There is NO battery back up provided for this game. All logic & memory functions will be retained thru dip switch settings.



DEMOLITION DERBY

OPTION SWITCH SETTINGS

//////////////////SWITCH NO. 1 - AT B 3 - LOCATED ON SOUND I/O P.C. BOARD//////////////////

DURING GAME PLAY:	<u>SW#1</u>	<u>SW#2</u>	<u>SW#3</u>	<u>SW#4</u>	<u>SW#5</u>	<u>SW#6</u>	<u>SW#7</u>	<u>SW#8</u>	<u>SW#9</u>	<u>SW#10</u>
	NOT USED	NOT USED	NOT USED	NOT USED	NOT USED	NOT USED	NOT USED	NOT USED	NOT USED	NOT USED
2 PLAYER UPRIGHT 4 PLAYER NOVELTY	***OFF ***ON									
** STANDARD DIFFICULTY LEVEL HARDER DIFFICULTY LEVEL		OFF		ON						
** NO FREE PLAY FREE PLAY			OFF		ON					
** TROPHY GIRL FULL DISPLAY TROPHY GIRL LIMITED DISPLAY				OFF		ON				
** 1 COIN / 1 CREDIT 2 COINS/ 1 CREDIT 1 COIN / 2 CREDITS					OFF	OFF	ON	OFF	ON	ON
** NORMAL OPERATION FREEZE VIDEO										OFF ON

//////////////////SWITCH NO. 3 - AT D 14 - LOCATED ON SOUND I/O P.C. BOARD//////////////////

	<u>SW#1</u>	<u>*SW#2</u>	<u>*SW#3</u>	<u>*SW#4</u>
** NORMAL OPERATION SOUND I/O DIAGNOSTIC MODE	OFF			
ON				
** NORMAL OPERATION RAM/ROM TEST INDICATES TEST RESULTS VIA YELLOW LED ON SOUND I/O BOARD: <u>FAST FLASH = BAD ROM</u> <u>SLOW FLASH = BAD RAM</u>		OFF		
		ON		
** NORMAL OPERATION OSCILLATOR TEST			OFF	
			ON	
** NORMAL OPERATION FILTER TEST				OFF
				ON
* NO EFFECT IF SW#1 OF SWITCH NO. 3 IS IN THE "OFF" POSITION. ** FACTORY RECOMMENDED SETTINGS.				
*** IF SW #1 OF SWITCH NO. 1 HAS NO EFFECT ON GAME IN "ON" POSITION OR "OFF" POSITION, THIS SOUND I/O P.C. BOARD SHOULD BE USED ONLY IN 4 PLAYER NOVELTY VERSION.				
				PART NO. M051-00C48-B007

THE REMAINDER OF YOUR NEW GAME'S MOST COMMON OPTION SETTINGS
ARE CONDUCTED DURING YOUR GAME'S SELF-TEST MODE